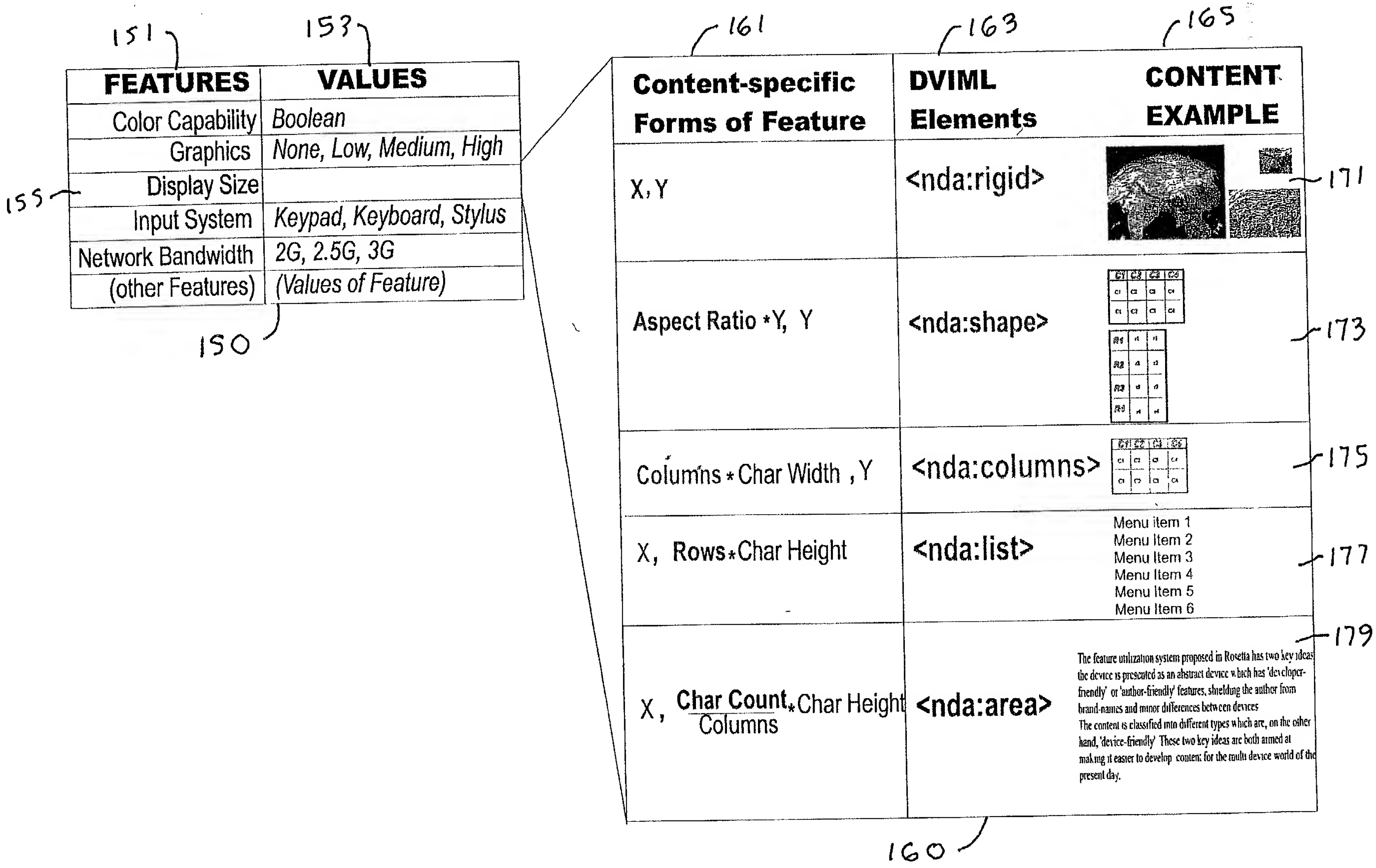

| FEATURES | VALUES |
|---|---|
| Color Capability | *Boolean* |
| Graphics | *None, Low, Medium, High* |
| Display Size | |
| Input System | *Keypad, Keyboard, Stylus* |
| Network Bandwidth | *2G, 2.5G, 3G* |
| (other Features) | *(Values of Feature)* |

| **Content-specific Forms of Feature** | **DVIML Elements** | **CONTENT EXAMPLE** |
|---|---|---|
| X, Y | <nda:rigid> | |
| Aspect Ratio *Y, Y | <nda:shape> | |
| Columns * Char Width , Y | <nda:columns> | |
| X, Rows * Char Height | <nda:list> | Menu item 1<br>Menu Item 2<br>Menu Item 3<br>Menu Item 4<br>Menu Item 5<br>Menu Item 6 |
| X, $\frac{\text{Char Count}}{\text{Columns}} * \text{Char Height}$ | <nda:area> | The feature utilization system proposed in Rosetta has two key ideas the device is presented as an abstract device which has 'developer-friendly' or 'author-friendly' features, shielding the author from brand-names and minor differences between devices<br>The content is classified into different types which are, on the other hand, 'device-friendly' These two key ideas are both aimed at making it easier to develop content for the multi device world of the present day. |

FIG. 7

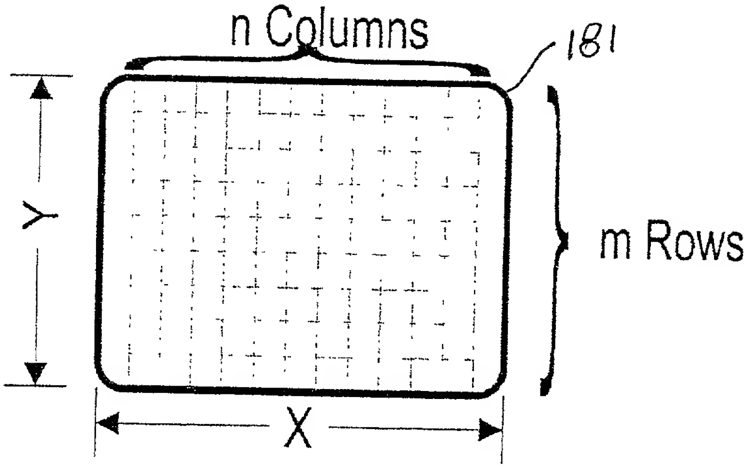

FIG. 8

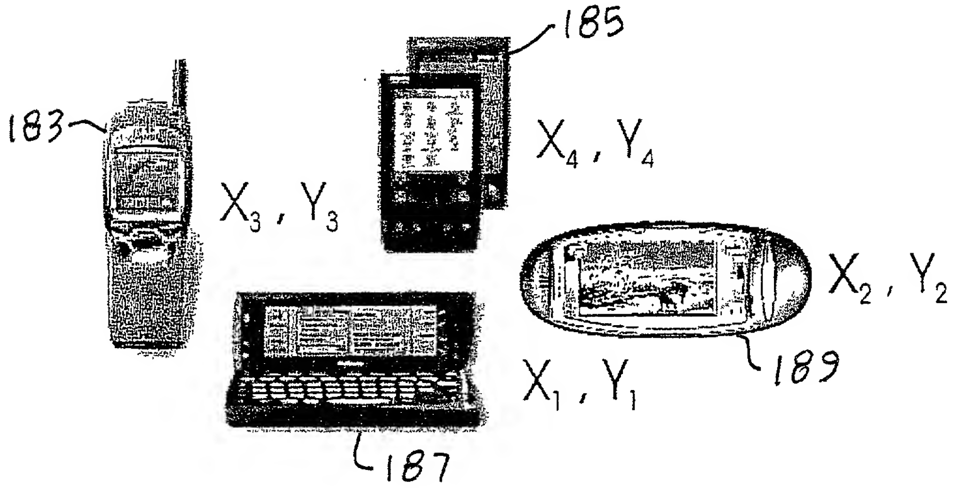

FIG. 9

**Display Size DVIML Elements and Values**

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| Content Characteristic | Relevant Device Display Attribute | DVIML Element | Value for Actual Device | Value for Generic Device |
|---|---|---|---|---|
| Images (Fixed Form) | X, Y | <rigid> | Zero to infinity and all integers in between (0 to ∞) | Same as for the actual device. |
| Tables and Vector Graphics (Generated Fixed Form) | ASPECT RATIO | <shape> | Zero to infinity and all numbers in between (0 to ∞) | SQUARE<br>PORTRAIT<br>LANDSCAPE |
| Columns (Y-Axis Free Form) | COLUMNS | <columns> | Zero to infinity and all integers in between (0 to ∞) | 5<br>10<br>20+ |
| Lists or Rows (X-Axis Free Form) | ROWS | <list> | Zero to infinity and all integers in between (0 to ∞) | 5<br>10<br>20+ |
| Text (Bi-axially Free Form) | CHAR COUNT | <area> | Zero to infinity and all integers in between (0 to ∞) | 50<br>100<br>200+ |

FIG. 10